Computer Networks and the Internet



Instructor: C. Pu (Ph.D., Assistant Professor)

Lecture 01

puc@marshall.edu





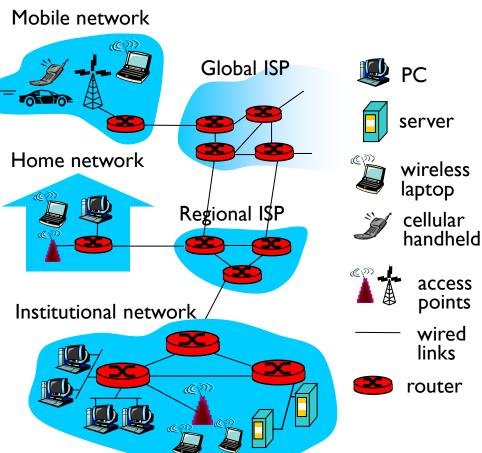
What Is the Internet?

- Two ways to describe the Internet
 - The basic hardware and software components that make up the Internet
 - A networking infrastructure that provides services to distributed applications





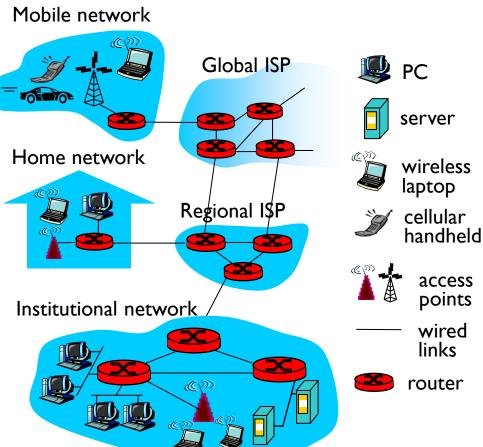
- Hundreds of millions of computing devices
 - Traditional devicesNontraditional devices
 - Devices = hosts or end systems
 - As of 2018, 22 billion end systems, and 4.021 billion Internet users







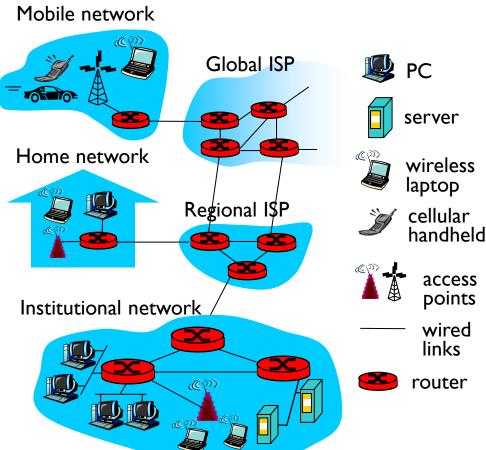
- End systems connected together by a network through communication links and packet switches
- Communication links
 - Coaxial cable, copper wire, optical fiber, and radio spectrum
 - Transmission rate: bits/second







- One end device sends data to another end device
 - sending device
 - segments the data
 - adds the header
 - send the packet
 - receiving device
 - receives packets
 - reassemble into data







Packet switches

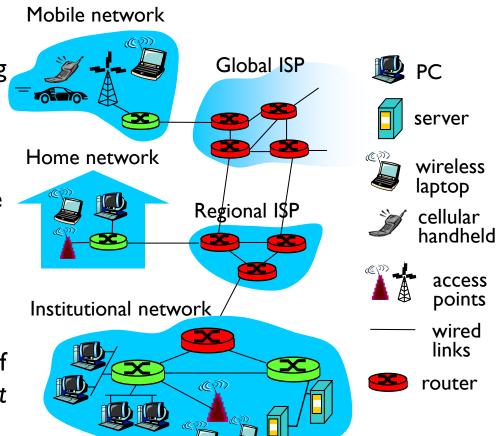
Incoming links & Outgoing links

Types of packet switches

- Routers
 - Used in the network core
- Link-layer switches
 - Used in access networks

Route or path

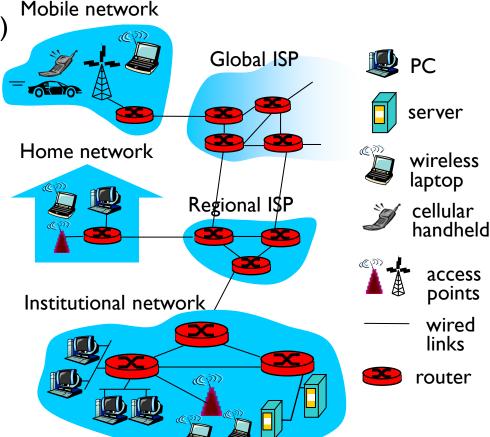
The sequence of communication links and packet switches







- Internet Service Provider (ISP)
 - provide Internet access
 - different ISPs:
 - residential ISP
 - corporate ISP
 - university ISP
 - cellular data ISP
 - public ISP
- packet switches + communication links = ISP





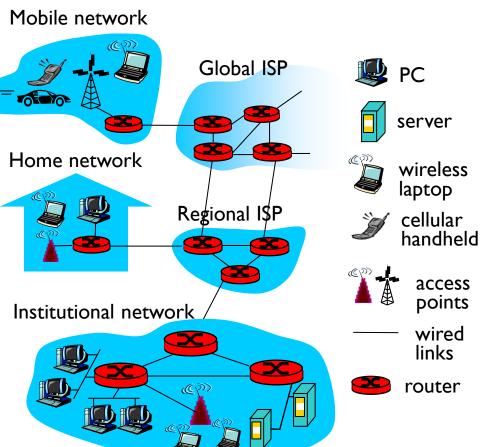


Protocols

- control the sending and receiving of information
- Transmission Control Protocol (TCP)
- Internet Protocol (IP)

Internet standards

- Internet Engineering TaskForce (IETF)
- requests for comments (RFCs)



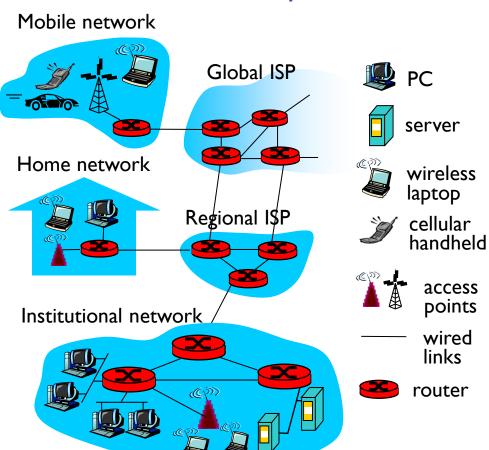


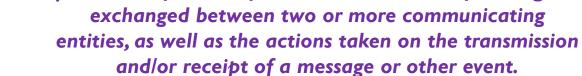


What Is the Internet: A Services Description

Internet apps run on end system, not in the packet switch.

- An infrastructure that provides services to applications
- Communication infrastructure for distributed applications:
 - Web, email, mobile device apps, streaming, e-commerce, file sharing
- Distributed applications
 - involve multiple end systems that exchange data with each other

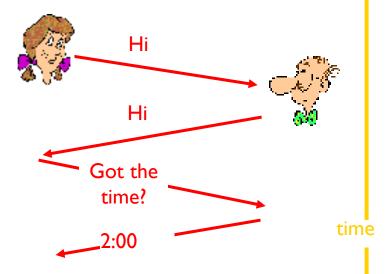




Protocol

human protocols:

- "ask someone for the time"
- ... specific msgs sent
- ... specific actions taken when msgs received, or other events

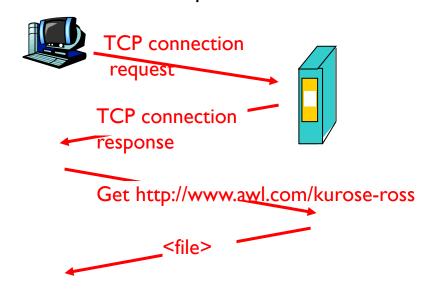


network protocols:

machines rather than humans

A protocol defines the format and the order of messages

- all communication activity in Internet governed by protocols
- "make a request to a Web server"



Q: a protocol for cutting a pizza equally?

